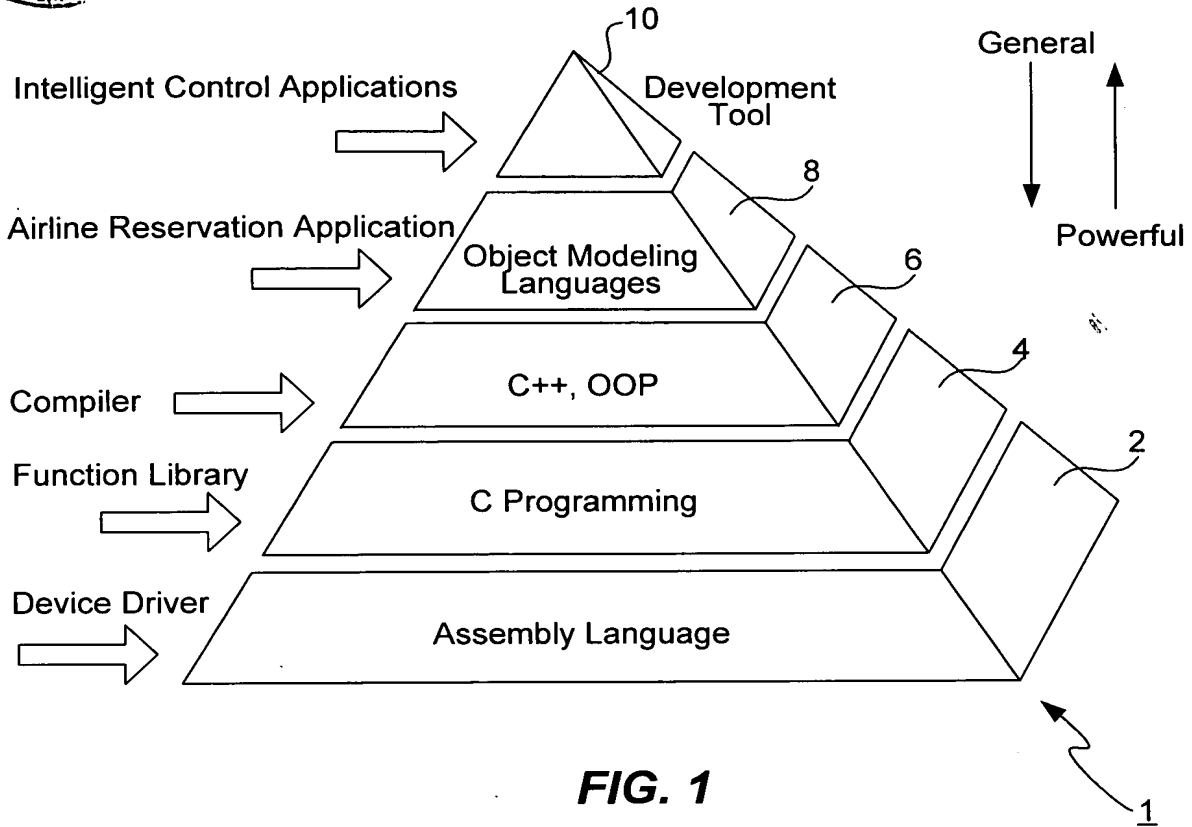




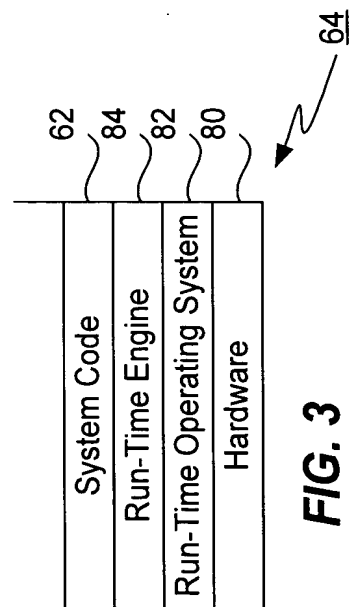
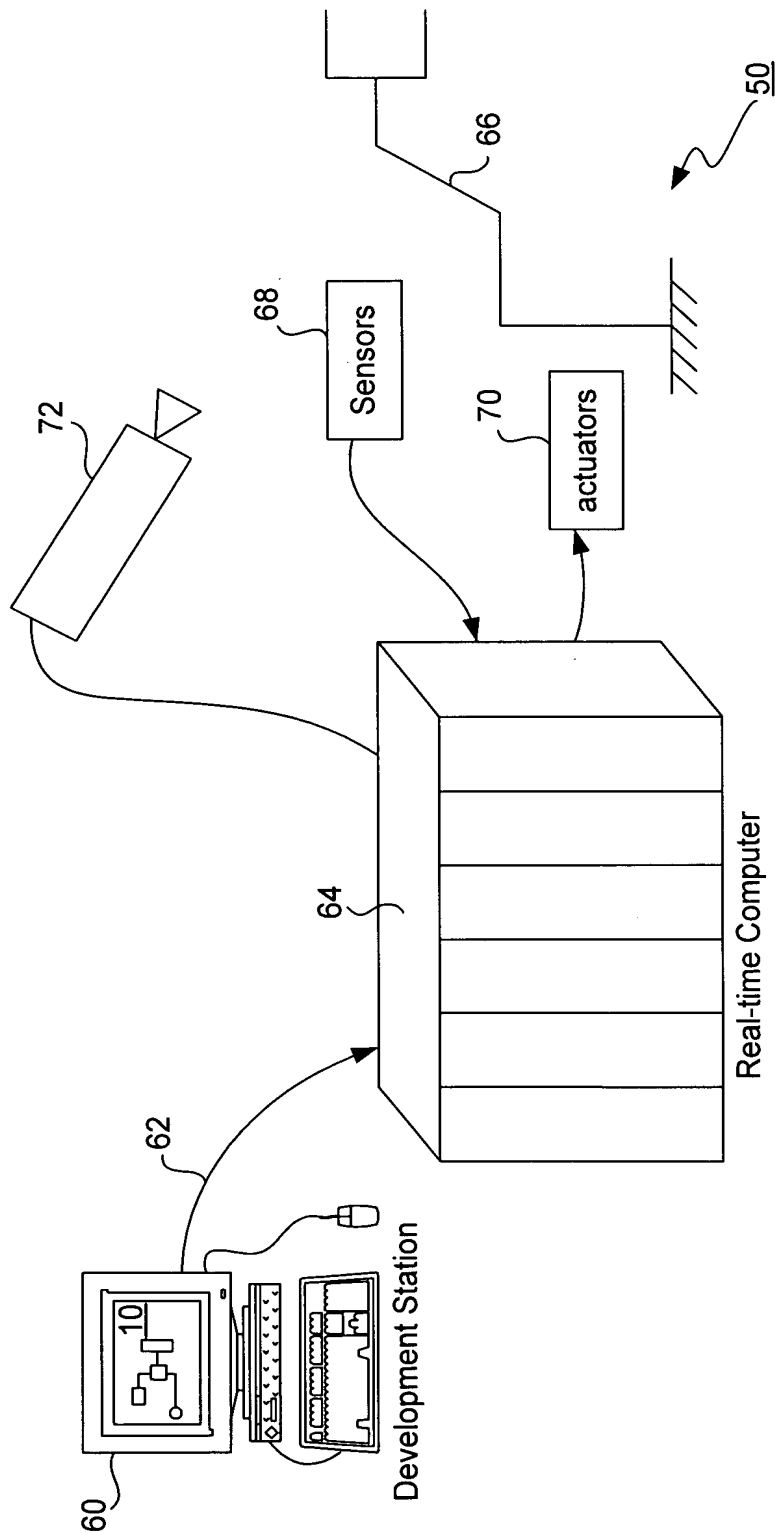
6718533

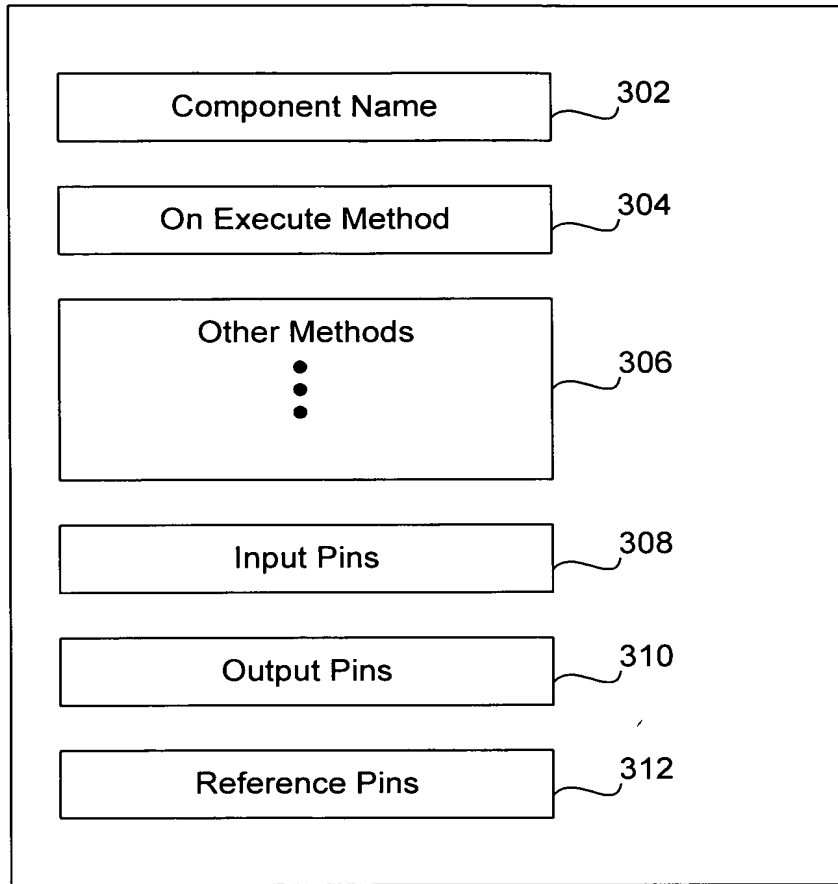
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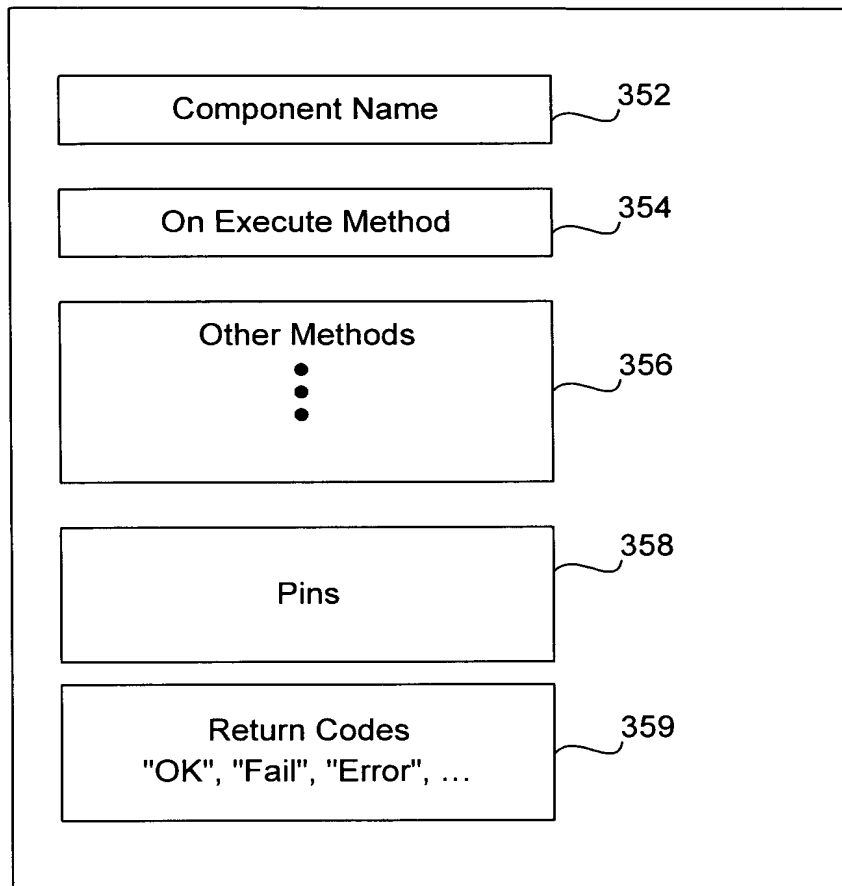


Data Flow Component

300

FIG. 4

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State Transition Component

350

FIG. 5

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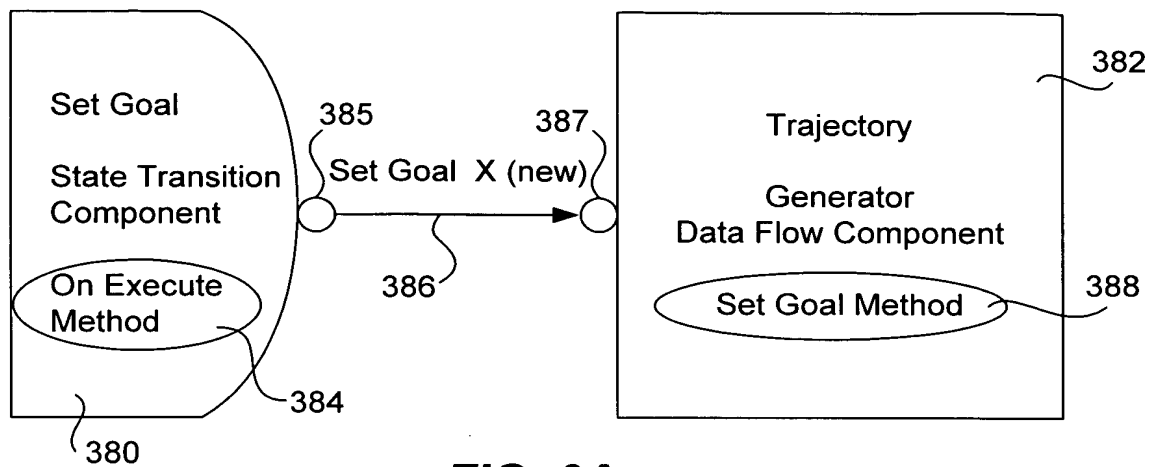


FIG. 6A

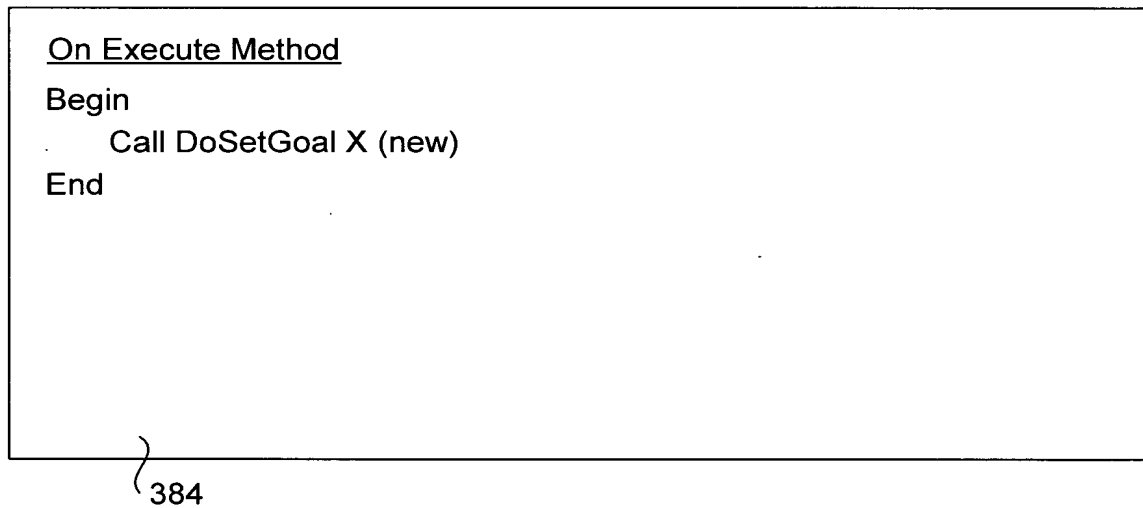


FIG. 6B

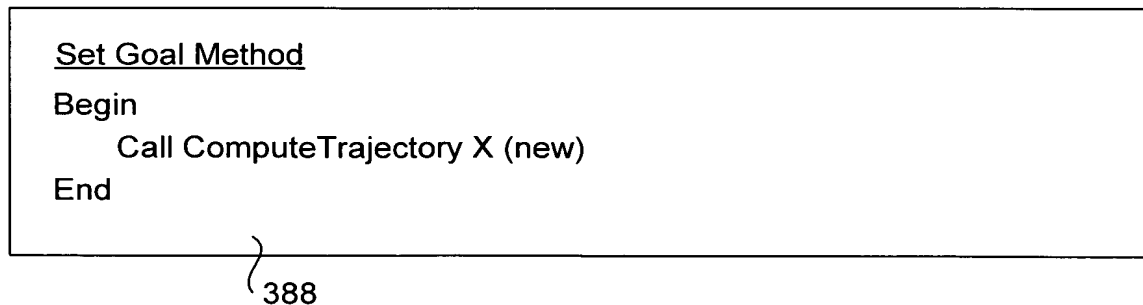


FIG. 6C

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State Machine Component

450

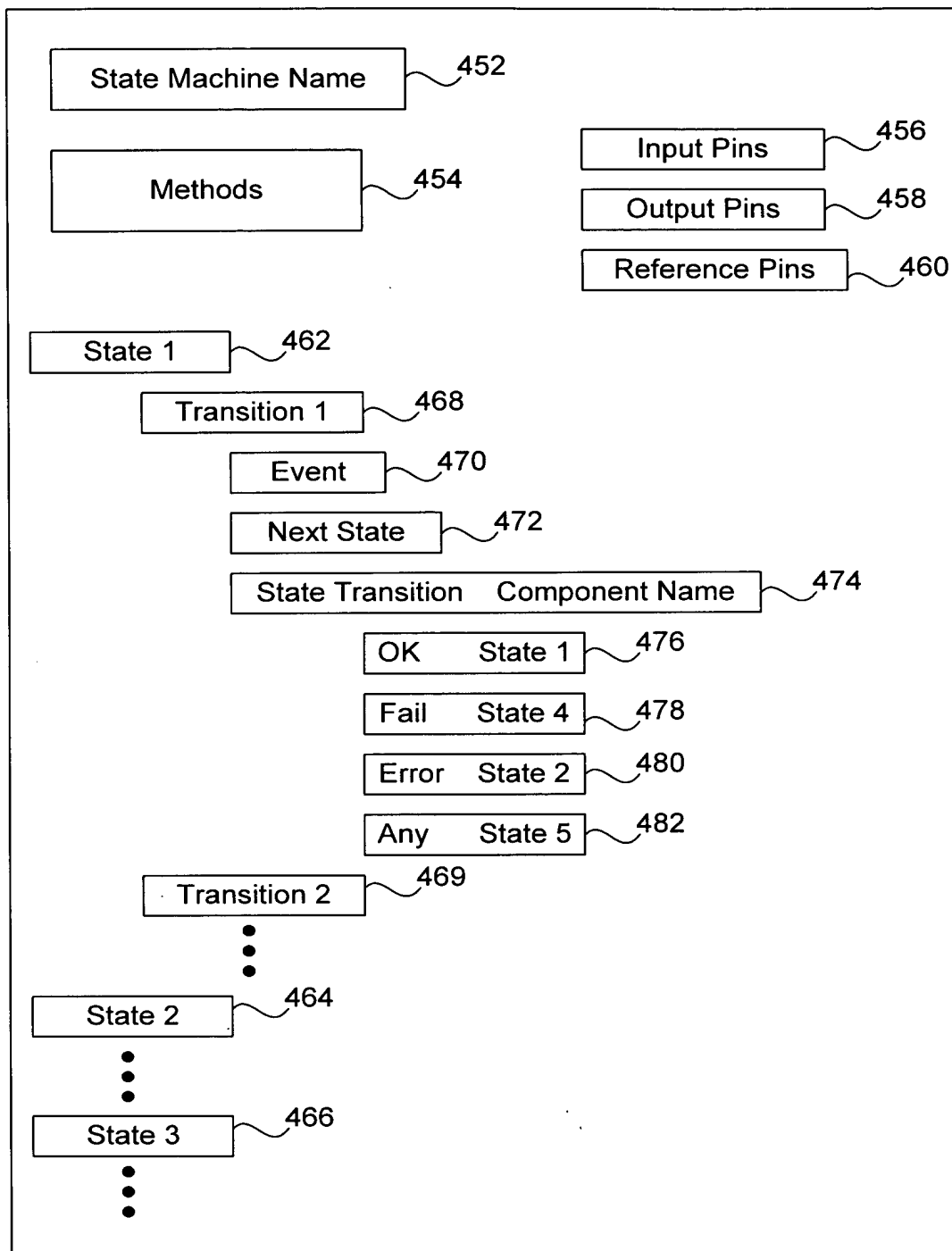
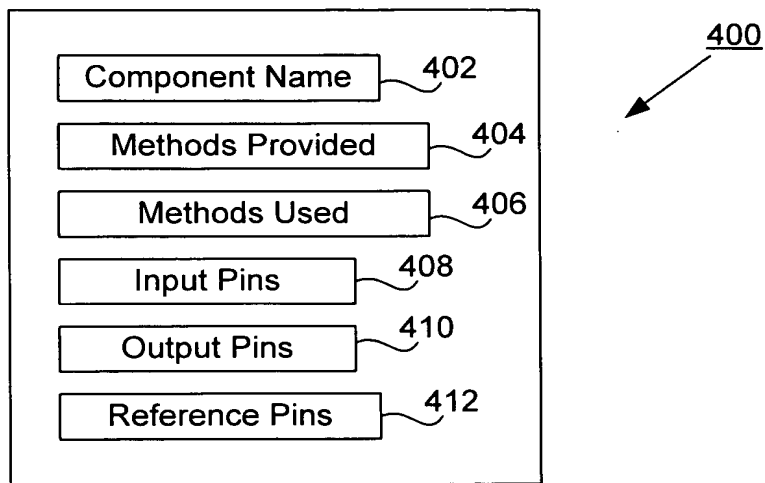


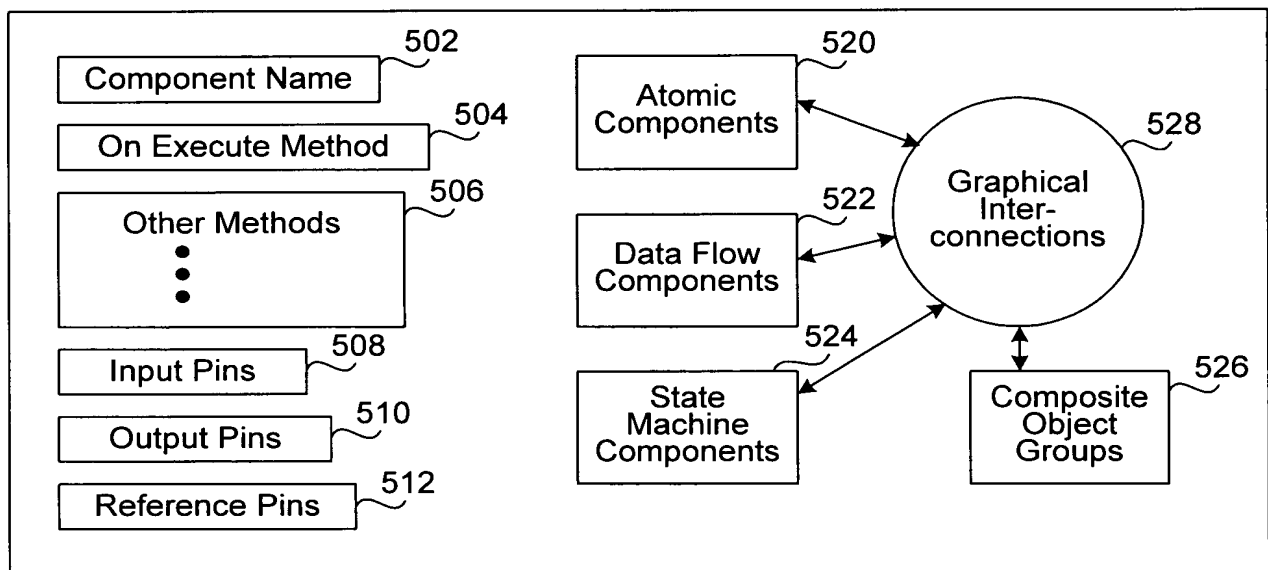
FIG. 7

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Interface Component

FIG. 8

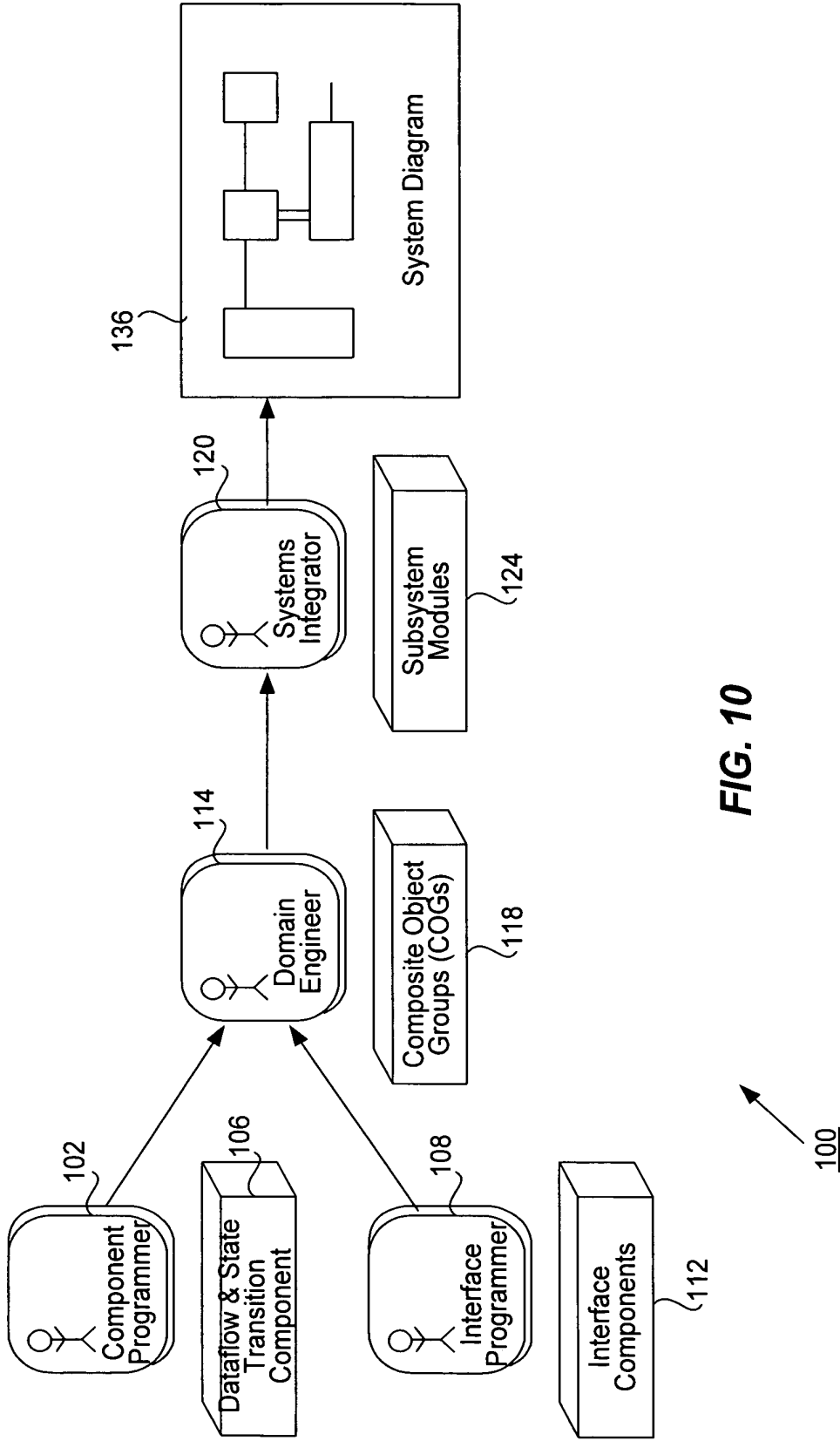


Composite Object Group

FIG. 9

500

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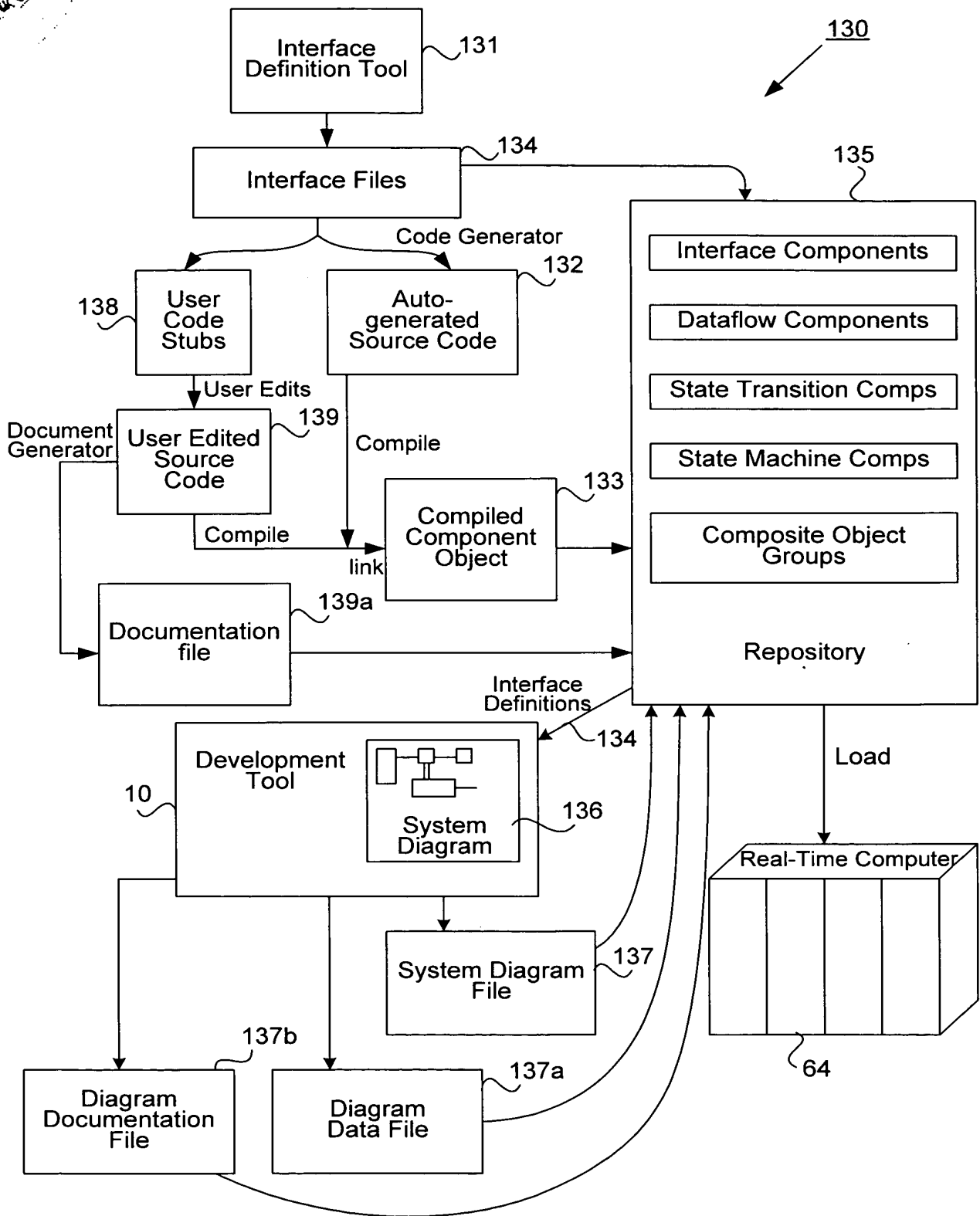


FIG. 11A

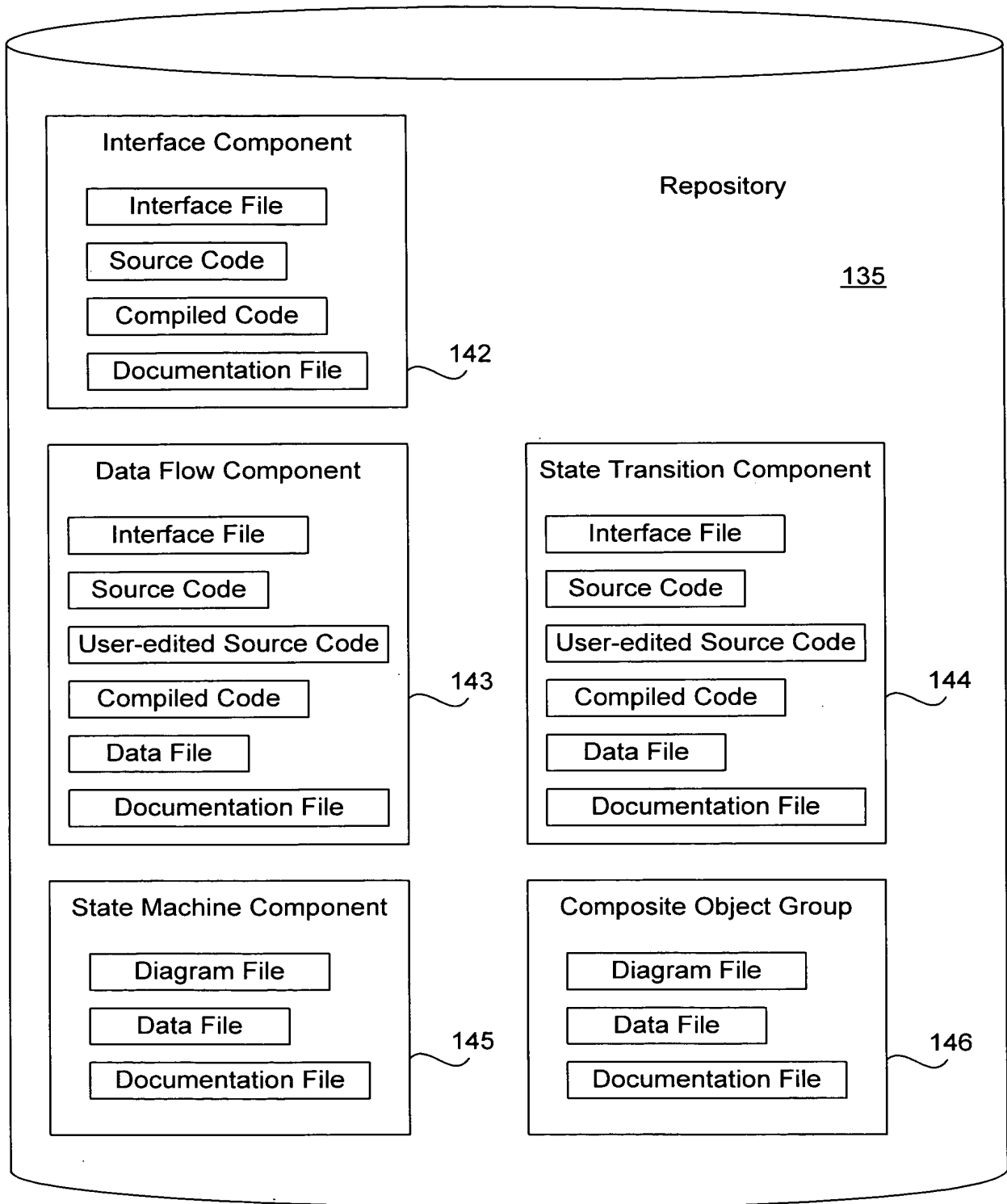


FIG. 11B

Procedural Model ↔ Object Model

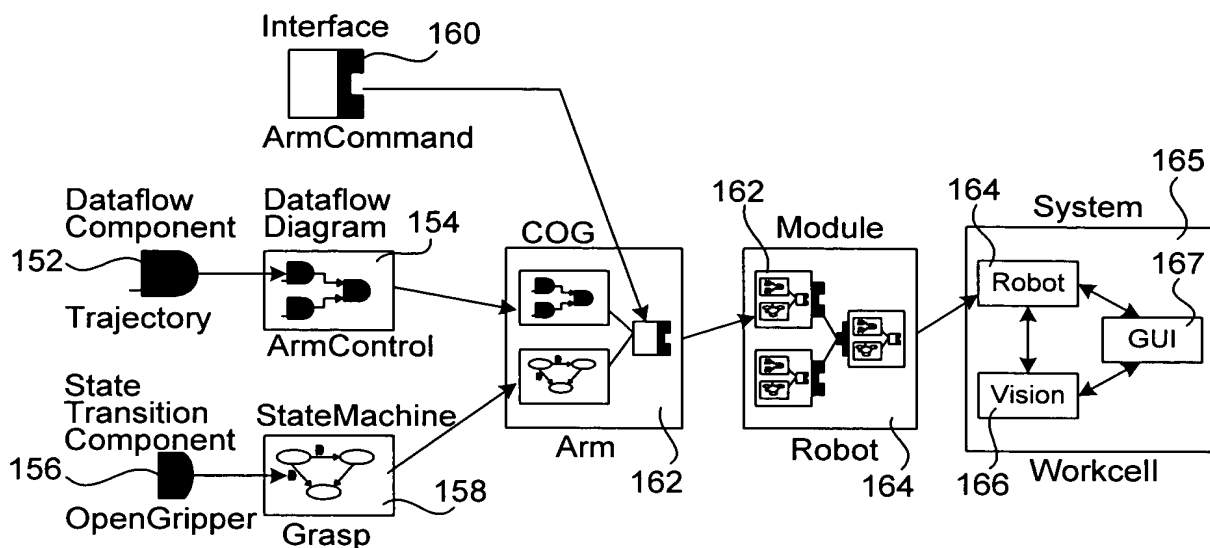


FIG. 12

150

Procedural Model ↔ Object Model

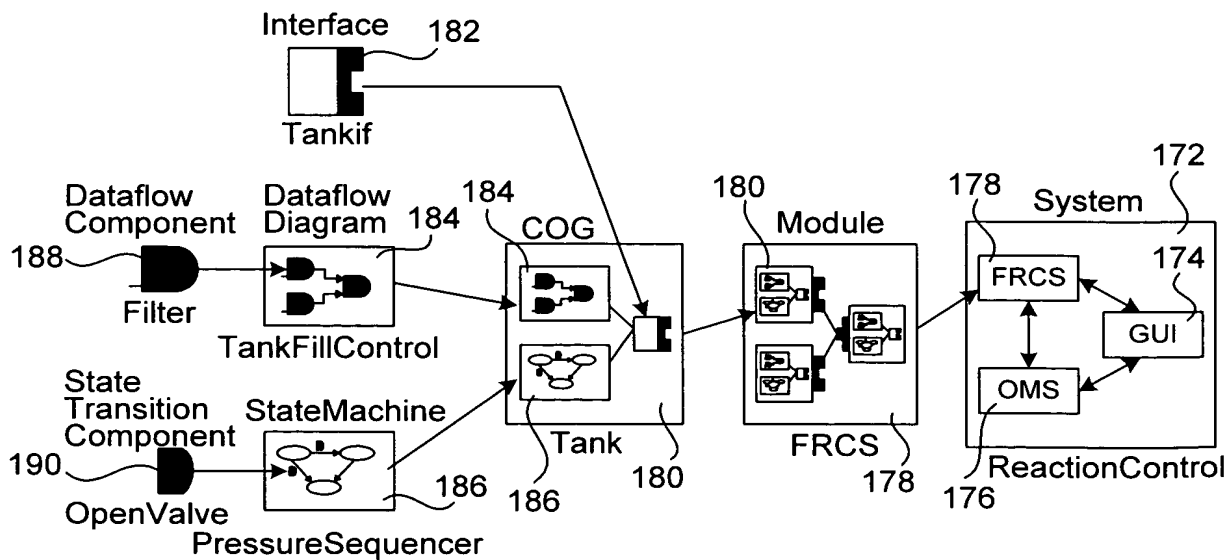


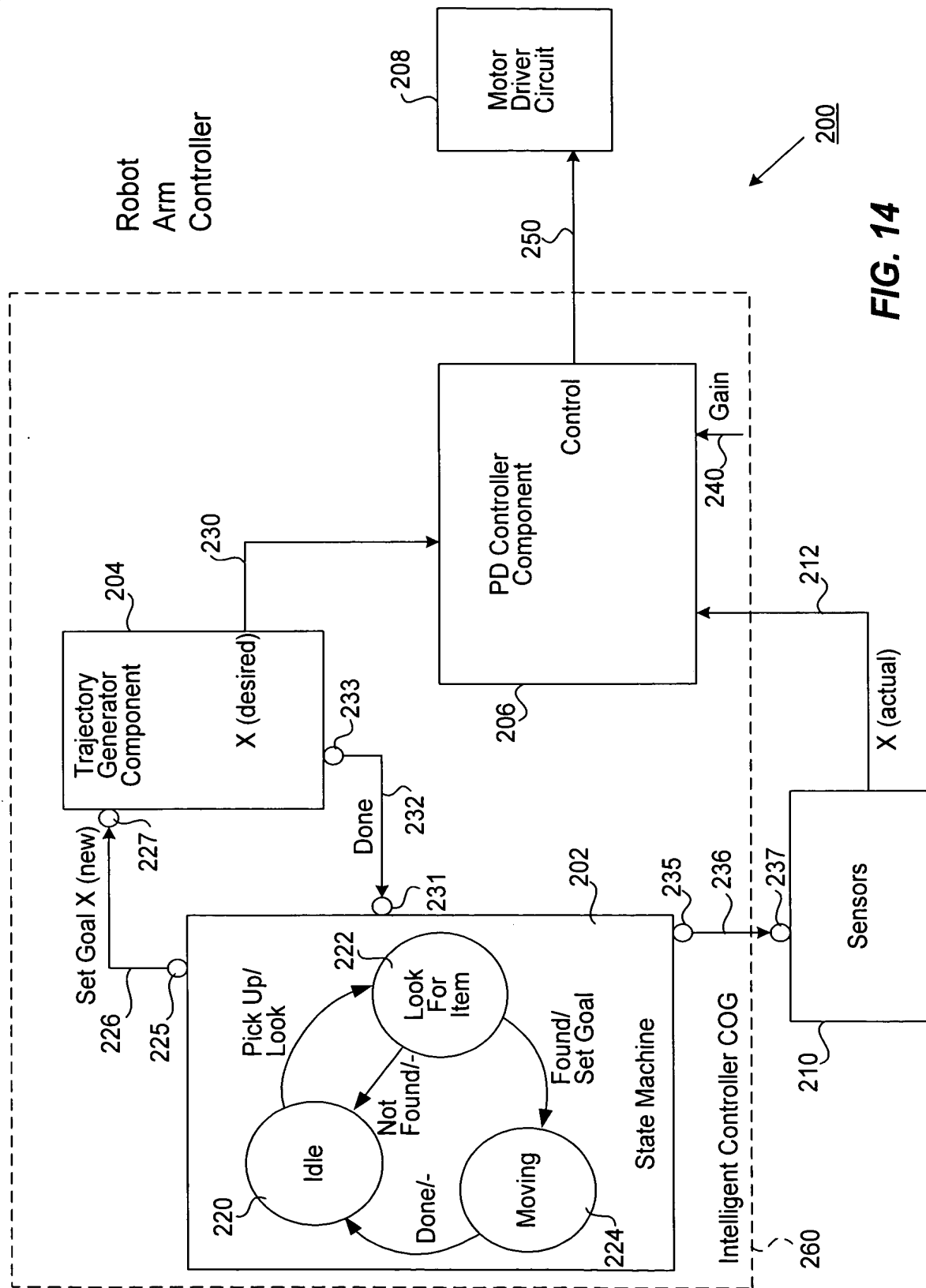
FIG. 13

170

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<u>Methods</u>		
	provides	Set Goal (X)
	uses	Done ()
<u>Pins</u>		
	output	X (desired)

FIG. 15

Trajectory Generator Interface

260

<u>Methods</u>		
<u>Pins</u>		
	input	X (desired)
		X (actual)
	reference	Gain
	output	control

FIG. 16

PD Controller Interface

270

<u>Methods</u>		
	provides	Pick Up (Item)
	uses	doLook
<u>Pins</u>		
	input	X (actual)
	reference	Gain
	output	control

FIG. 17

Intelligent Control COG Interface

280

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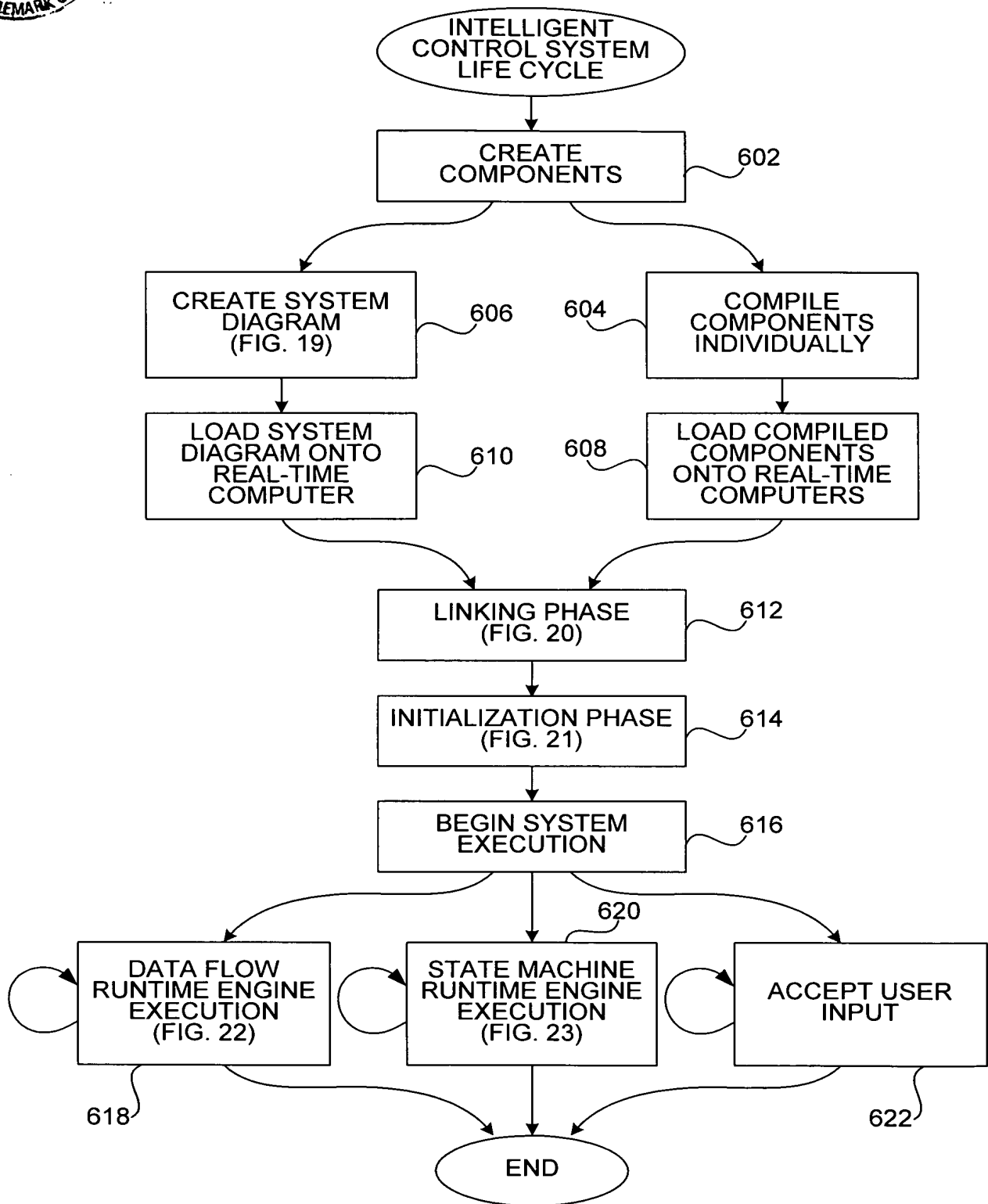


FIG. 18

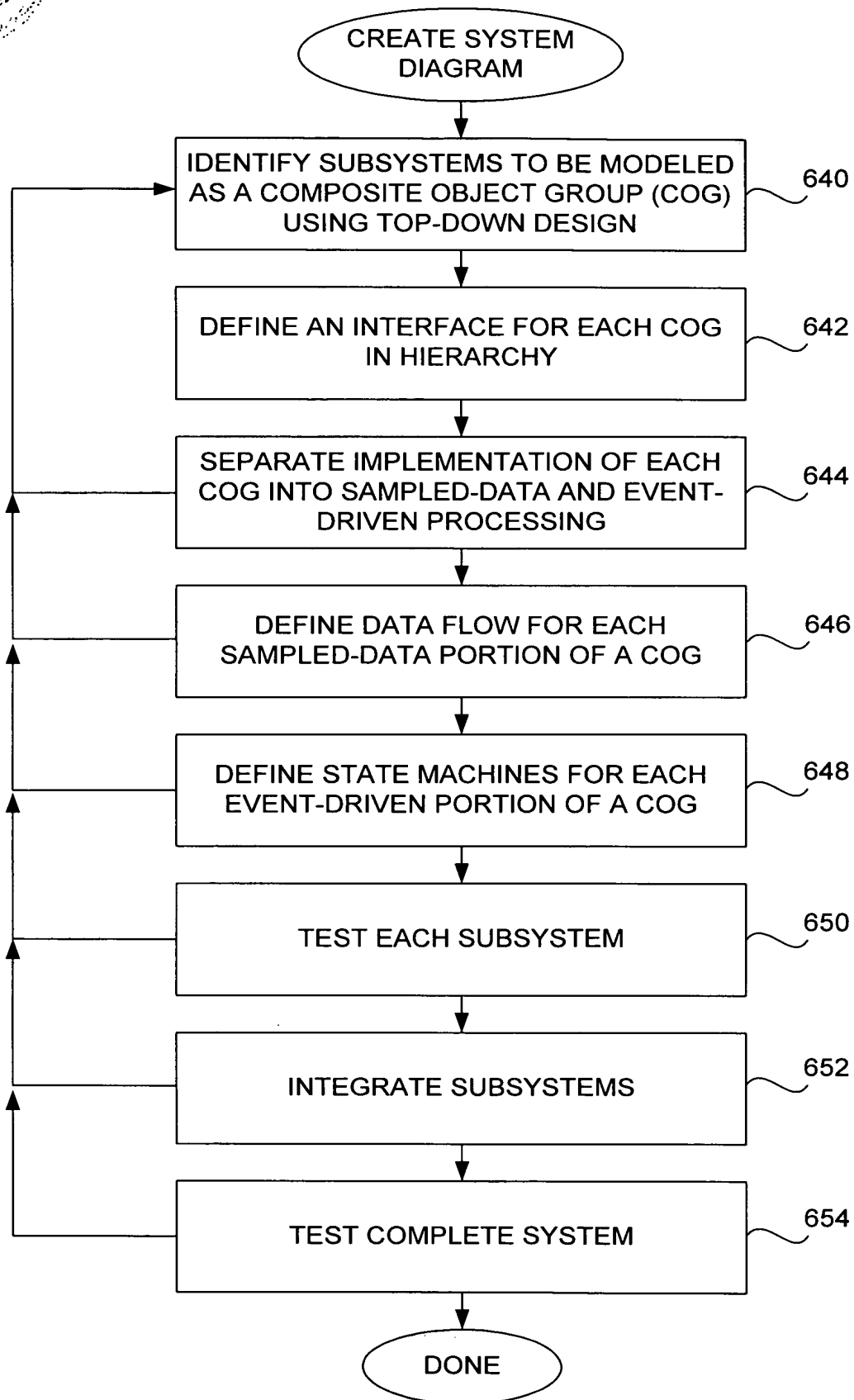


FIG. 19

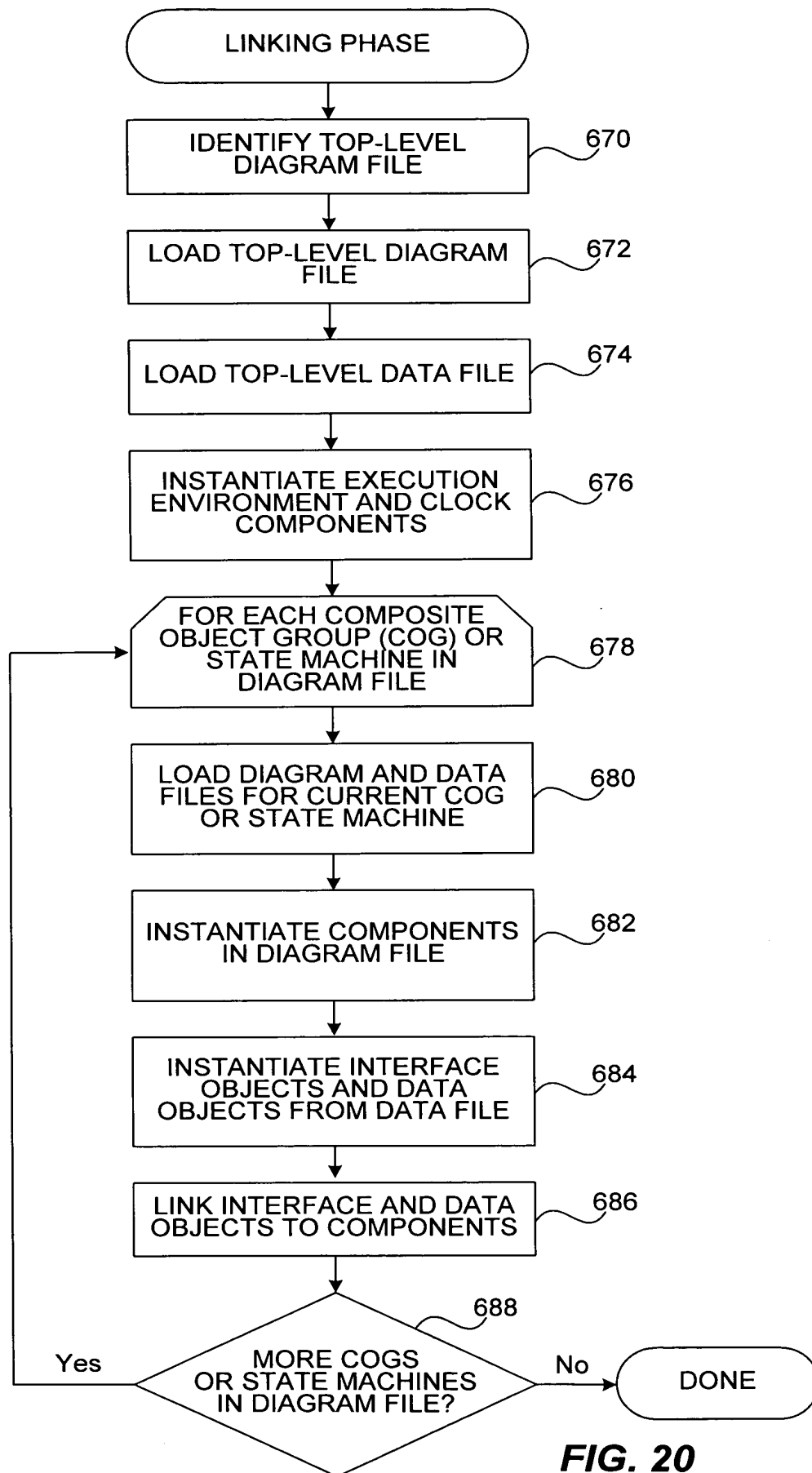


FIG. 20

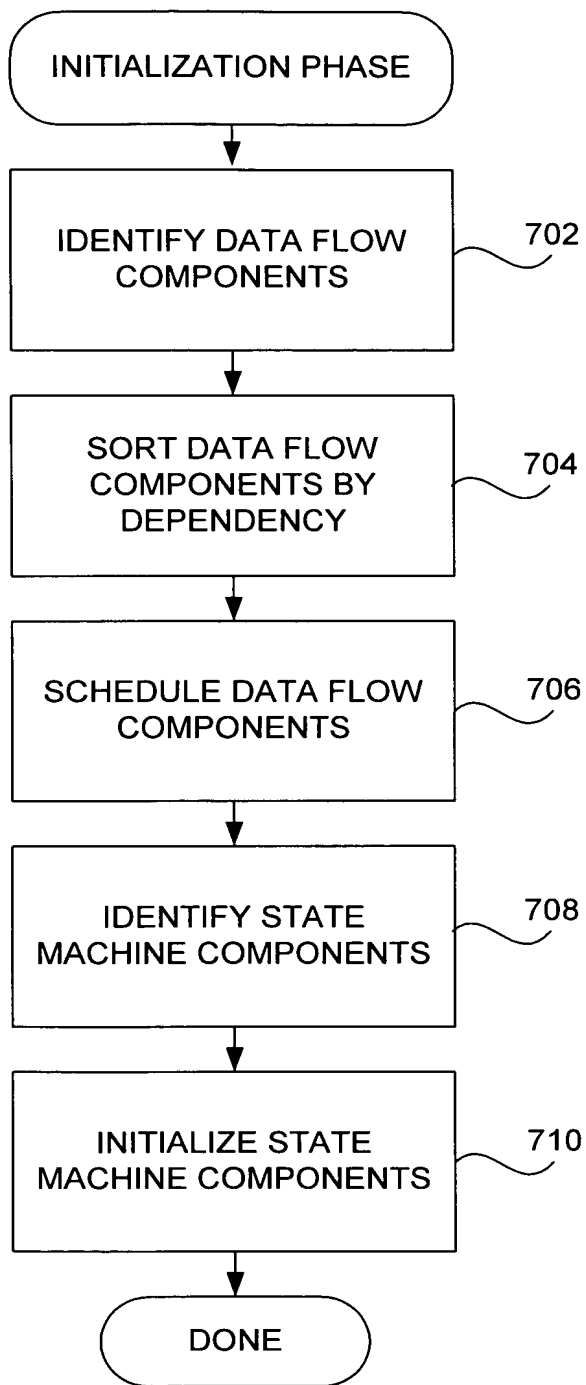


FIG. 21

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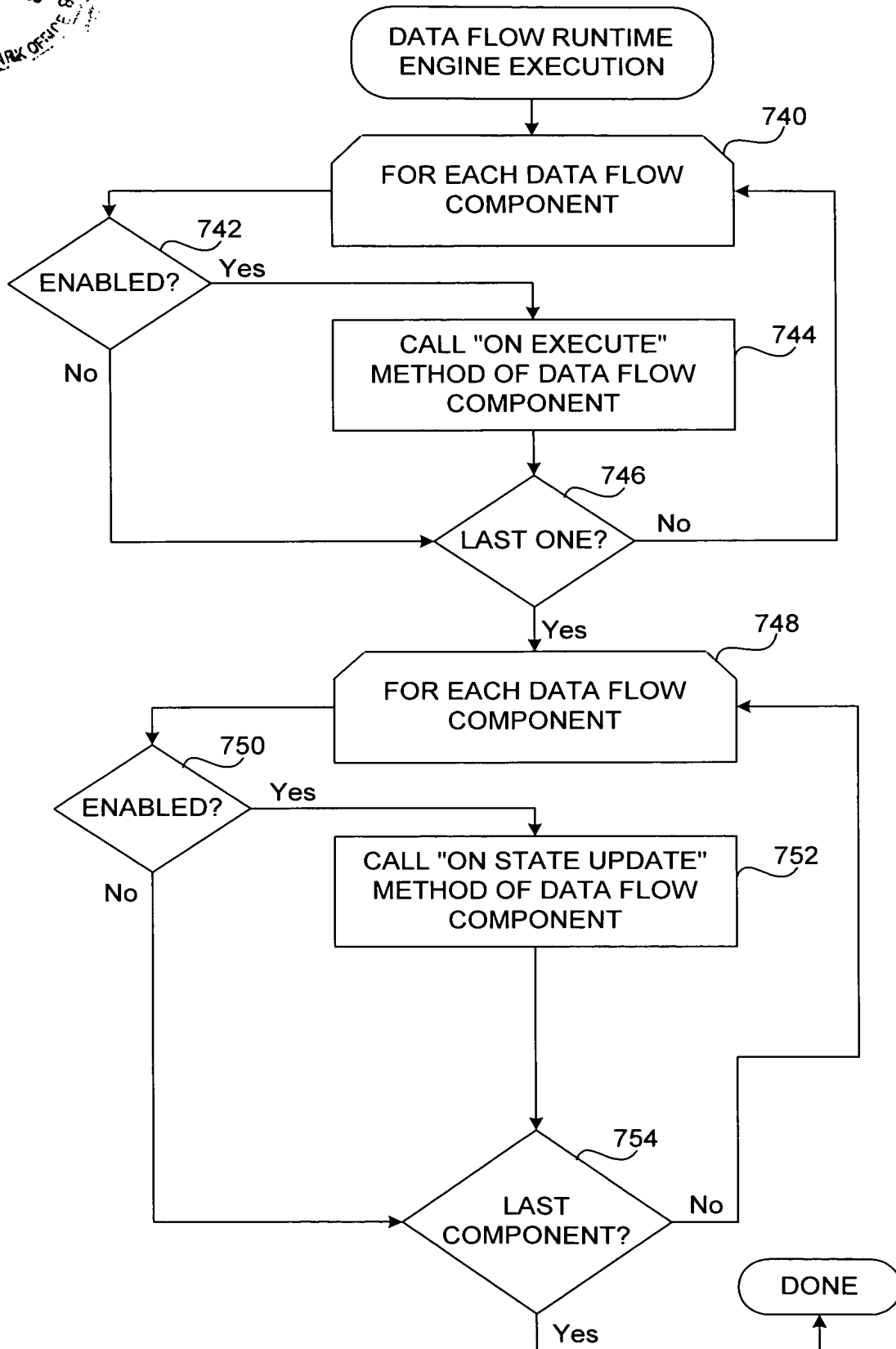


FIG. 22

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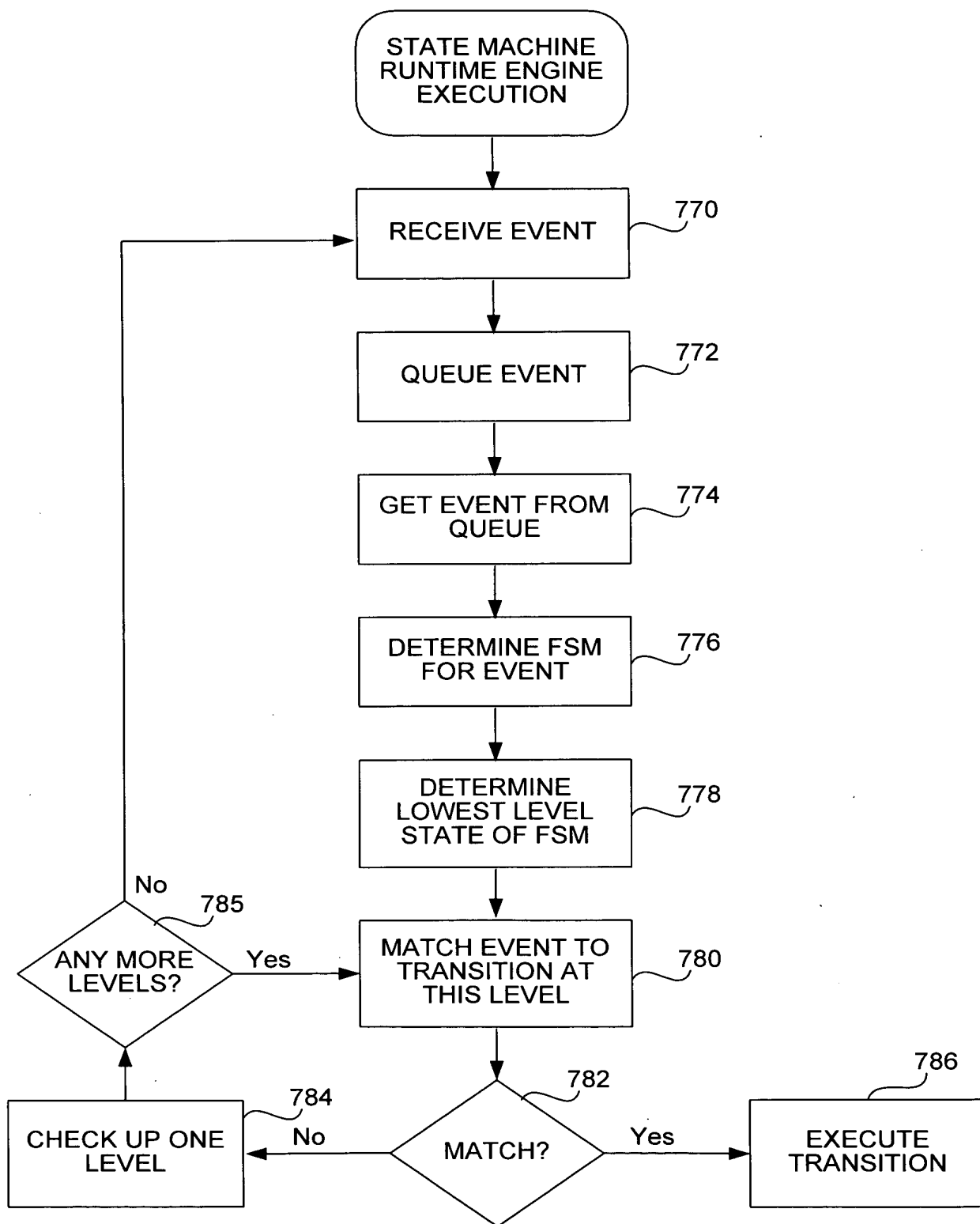


FIG. 23



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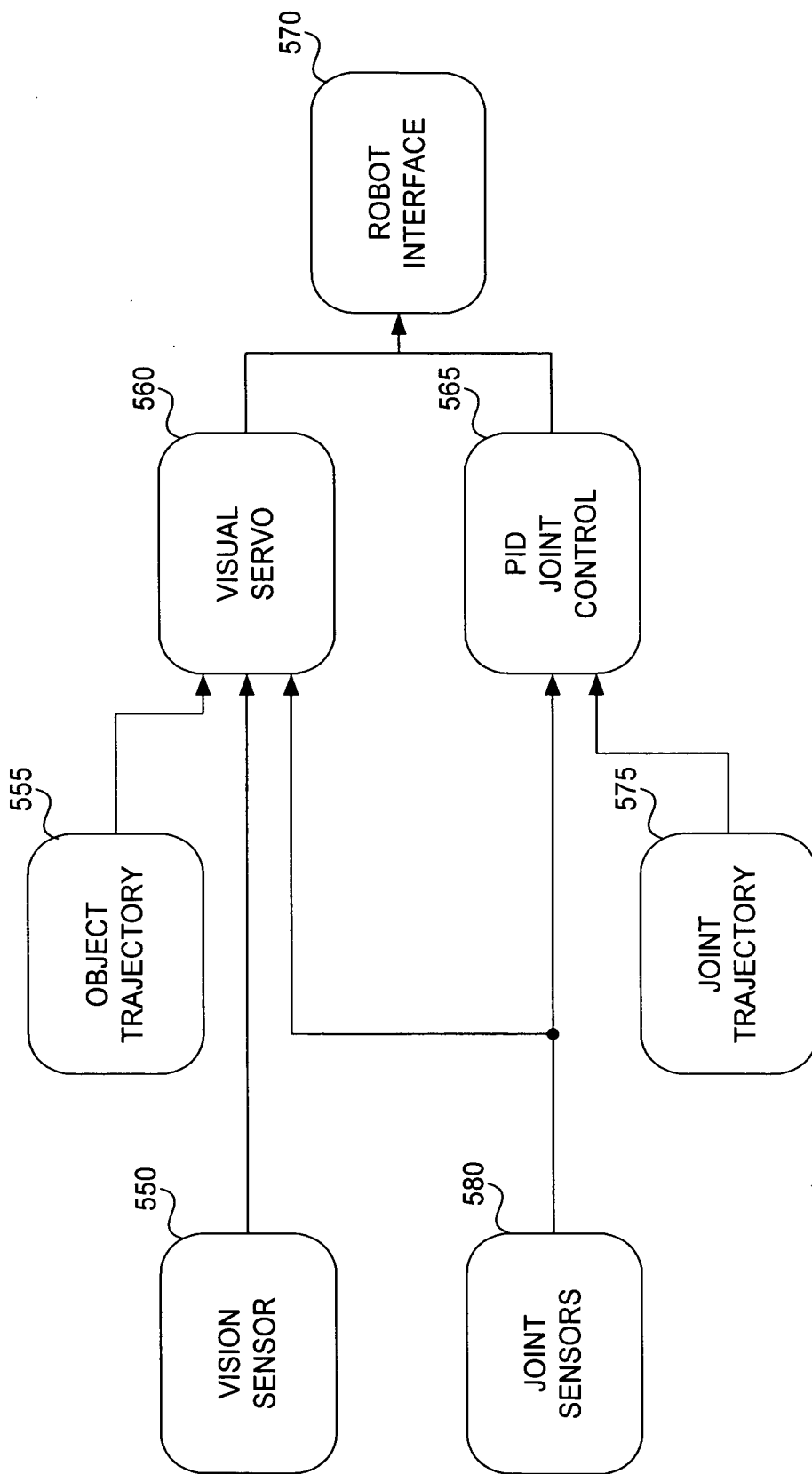


FIG. 24



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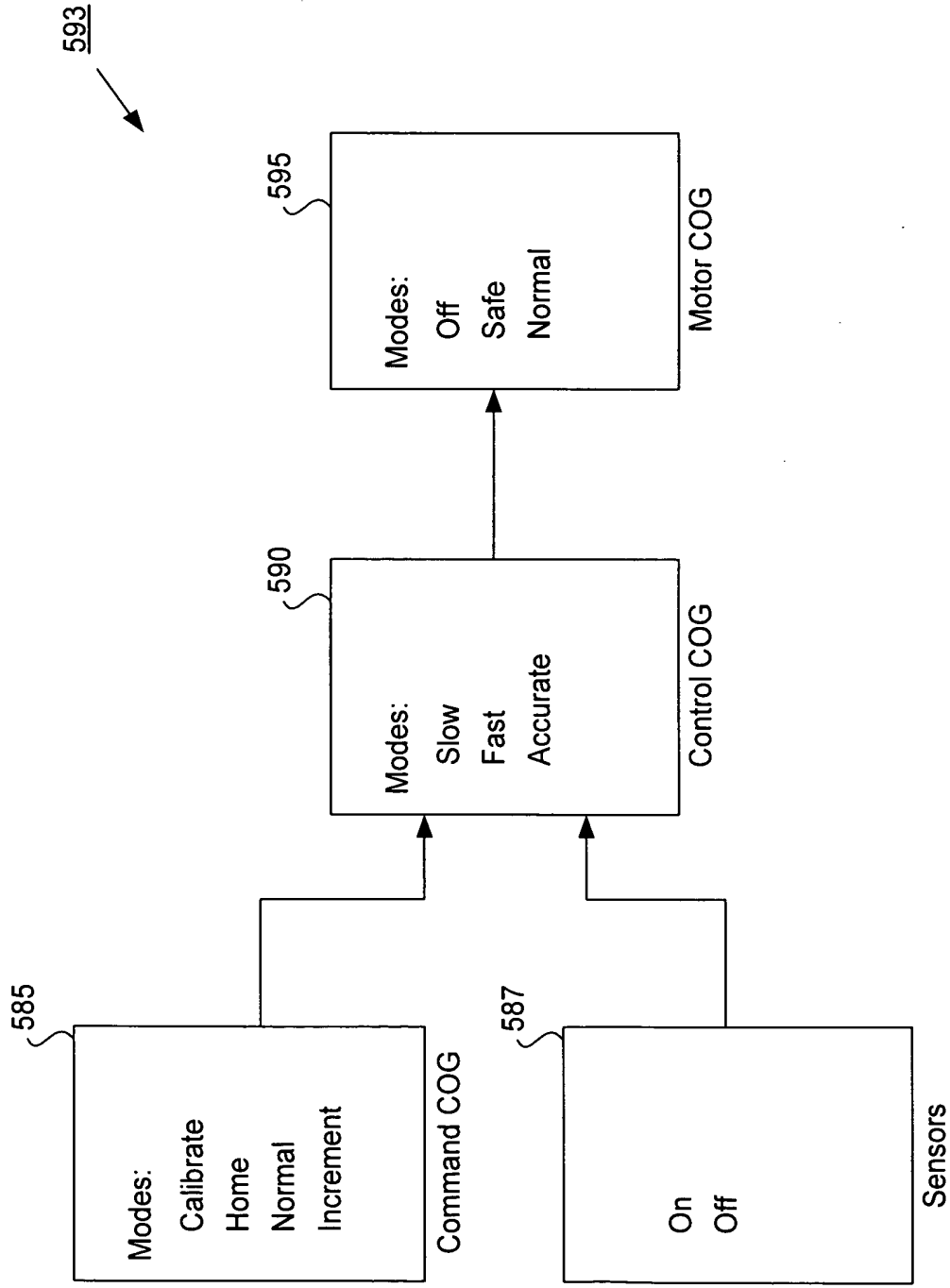


FIG. 25

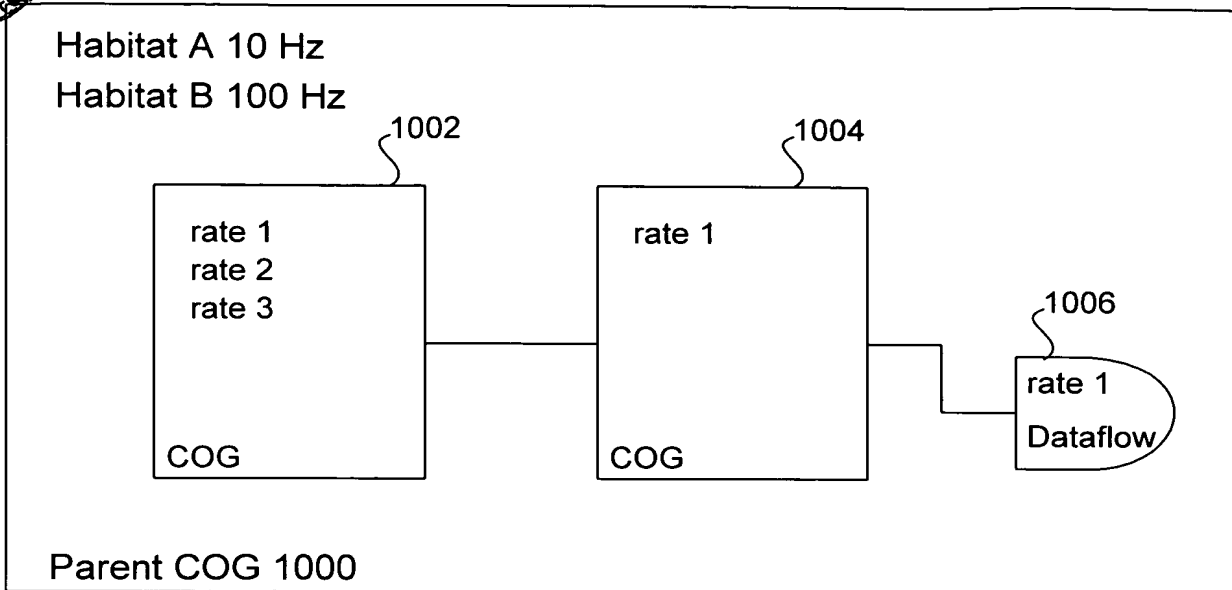


FIG. 26

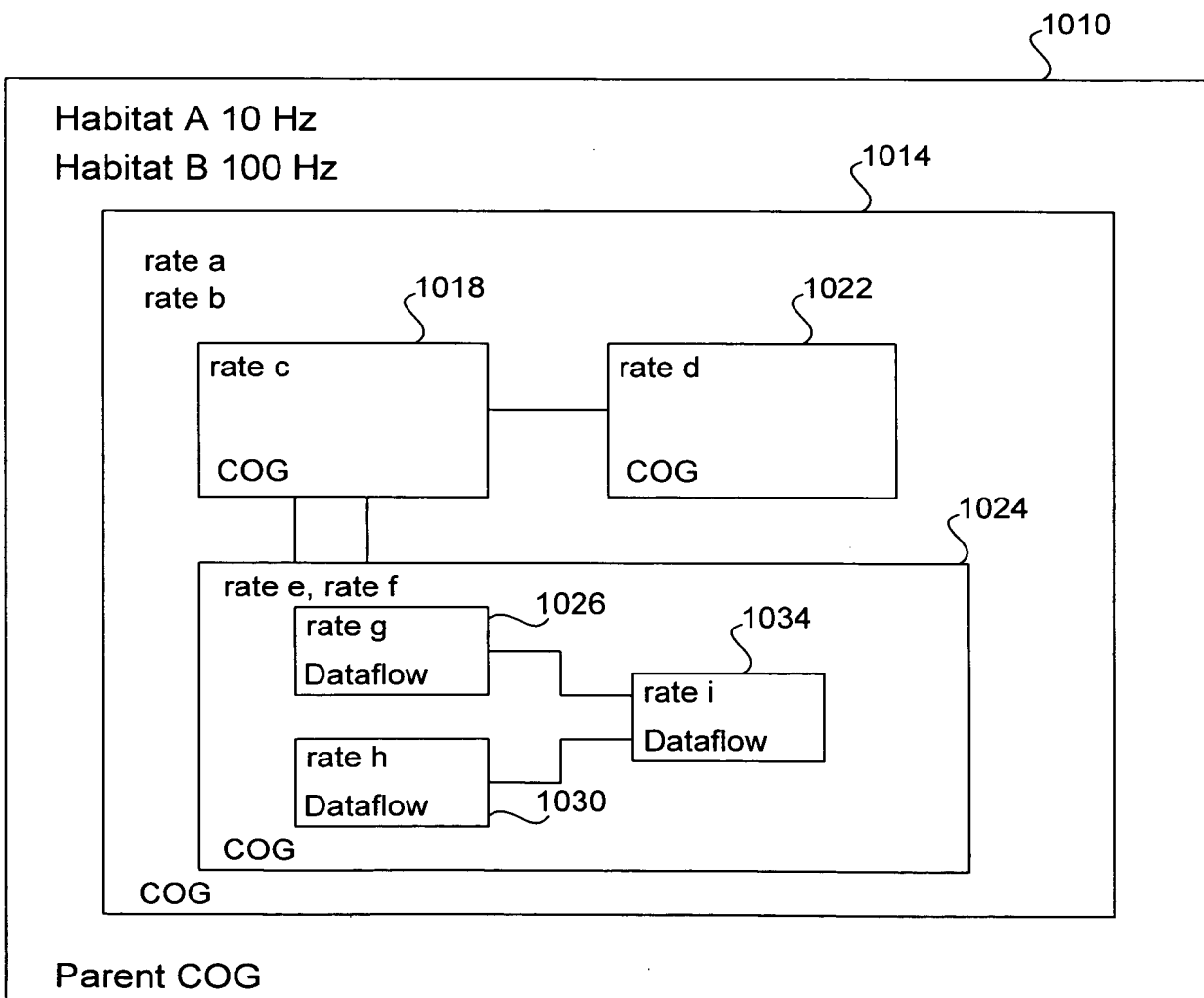
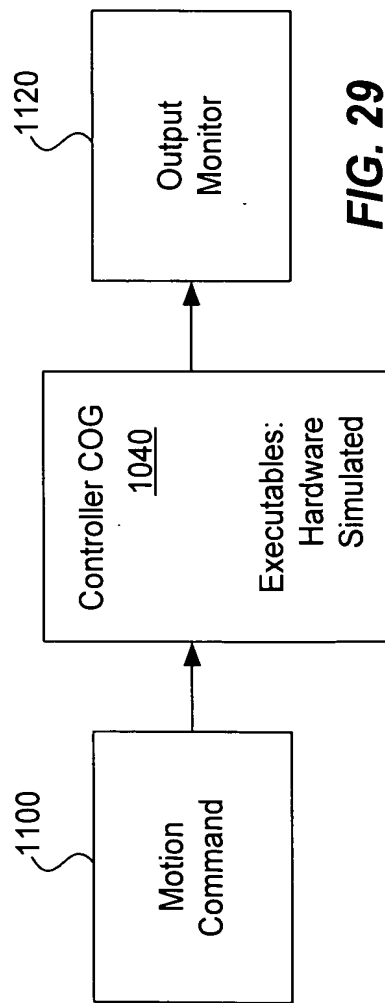
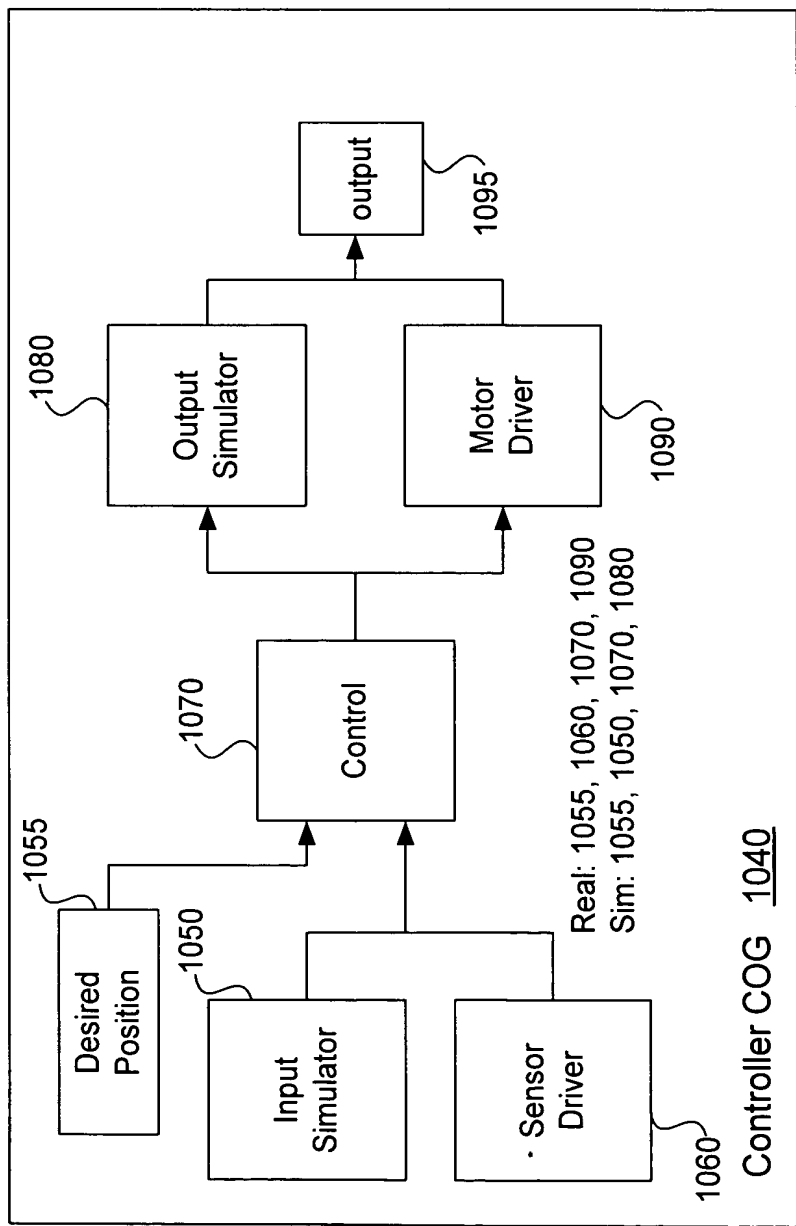


FIG. 27



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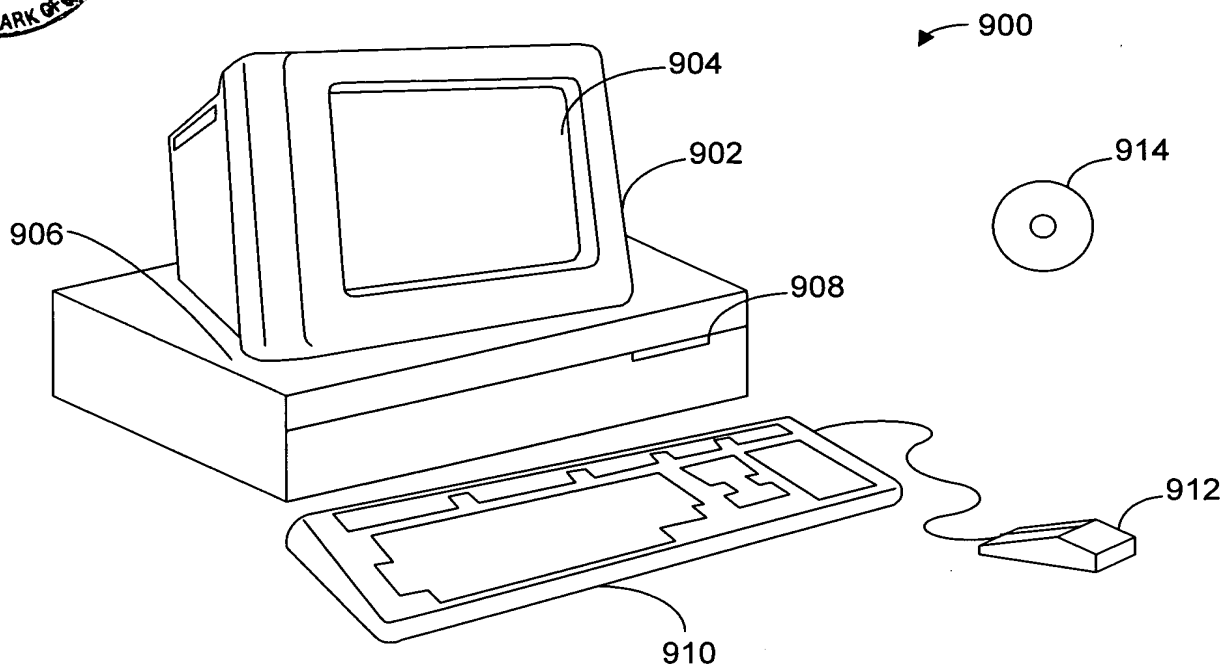


FIG. 30

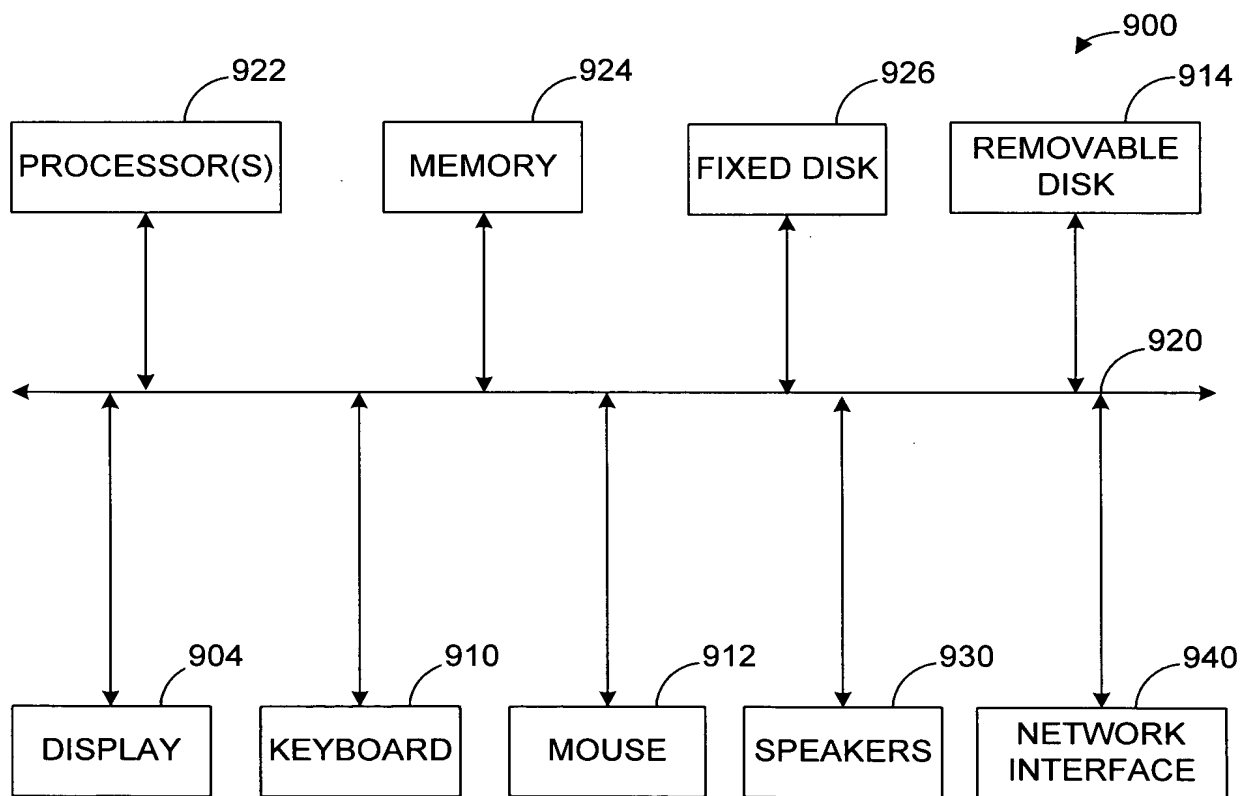


FIG. 31